

HE-MAN #16: "The Mystery of Anwat Gar"
Written by Kevin D. Campbell (SE: DS)
THIRD + FINAL + RECORD DRAFT 5/20/02

Main Title:

Adam
I am Adam, Prince of Eternia. Defender of the
secrets of Castle Grayskull.

This is Cringer, my fearless friend. Fabulouss..

He-Man
I have the power...

FADE IN:

EXT. OCEAN OF GNARL - DAY/NIGHT

EERIE, MOODY. A vivid blood-red sky over the wine-dark
Ocean Of Gnarl, as we hear the SORCERESS'S VO.

SORCERESS (V.O.)

It began in the Ocean of Gnarl.

Suddenly the water begins to CHURN and <BOIL>.

SORCERESS (V.O. CON'T)
At first I thought I was
envisioning the birth of some new
creature.

Huge antler-shaped CORAL-LIKE SPIRES pierce the surface,
rapidly growing, rising, until they tower like skyscrapers
above the churning sea...

SORCERESS (V.O. CON'T)
But then...I could see WHAT it
was...

The sea wells up under the spires --- they are mounted atop
some sort of dome which is rising from the ocean.

The "dome" continues rising as seawater cascades from it in
sheets. A face rises into view beneath the "dome" and the
scale of what we're seeing suddenly makes horrific sense.

It is a gargantuan SKELETOR rising from the Ocean of Gnarl.
(the enormous "spires" and "dome" were merely his helmet and
the pointy-bits on top.)

Skeletor continues rising, dwarfing the horizon. He is clad in a strange-looking ancient armor, like a cross between "samurai" and "crustacean". <DESIGN NOTE: Samurai Armor.>

SORCERESS (V.O. CON'T)
Skeletor.

Skeletor reaches out with his giant hand and extinguishes the Eternian sun in his fist <HISS!> CUT TO BLACK:

MATCH CUT TO:

INT. GRAYSKULL'S THRONE ROOM - DAY

TIGHT ON PUPIL - the eye of Sorceress' FALCON STAFF. Then PULL BACK to reveal we're in the Sorceress' Throne Room, where she has been telling her prophetic vision to PRINCE ADAM and MAN-AT-ARMS.

SORCERESS (PARTIAL V.O.)
With a whim he plunged Eternia into
a new age of darkness.

MAA nods solemnly/thoughtfully at Sorceress. ADAM looks at them both, then breaks the tension with a lighthearted shrug:

PRINCE ADAM
Oh well, we all have bad dreams.

THE SORCERESS - scowls sternly.

SORCERESS
This was not a dream. It was a
vision.

ON MAN-AT-ARMS - concerned.

MAN-AT-ARMS
And its meaning?

THE SORCERESS - with dread.

SORCERESS
I believe Skeletor has learned of
the secret of Anwat Gar.

FAVOR ADAM - puzzled, turns to Man-At-Arms.

PRINCE ADAM
So, who's Anwat Gar?

MAN-AT-ARMS
Not a who, a what. An island, once
said to be home to the Legacy
Stones.

Prince Adam puzzles, & looks to Sorceress for clarification.

ON SORCERESS - ominous, serious, solemn.

SORCERESS
Ancient artifacts of great power.
The Legacy Stones are believed to
still be hidden in the Citadel at
Anwat Gar.

MAA - considers this. Then, he looks OS...

MAN AT ARMS
Adam, we should--

But Adam is no longer in the spot he was. MAA hears from OS:

ADAM (OS)
I'm way ahead of you...

REVEAL - ADAM standing off to the side, dramatically framed
in an archway, raising his power sword & TRANSFORMING to HE-
MAN.

ADAM/HE-MAN
By the Power of Grayskull!/I Have
the power!

DISSOLVE TO:

EXT. OCEAN OF GNARL - DAY

DOWNSHOT, PANNING - a swooping bird's-eye view with waves
zipping past beneath us.

HE-MAN (O.S.)
(above the din) What do you know
about Anwat Gar, Man At Arms?

HE-MAN & MAA, riding Killer Whale-style Vehicles, GAIN INTO
SHOT cutting across the Ocean of Gnarl.

MAN-AT-ARMS (PARTIAL O.S., INTO SHOT)

(above the din) Only that its
weaponry was legendary. In eons
past, soldiers ventured from the
far corners of Eternia just to
study their swords and shields.

OTS HE-MAN - he points to the far horizon. RE-FRAME to
feature the DARK STORM CLOUDS he's pointing to.

A <LIGHTNING FLASH> makes sure that we're looking at the
right part of the screen to see the outline of the island
against the dark clouds on the horizon.

BIRD'S EYE VIEW (not panning) - He-Man and Man-At-Arms
become small in the distance as they pilot their Eternian
Killer Whale Vehicles towards the menacing island.

EXT. OCEAN/ ANWAT GAR - CONT.

*Wind-effects begin here and continue through the rest of the
visit to the island: their clothing and/or hair vibrates in
a strong wind, and little speckles of sea-spray blow
through shot. <WIND FX> dial up and down as needed.*

HE-MAN & MAA - approx. 500 yds from shore, He-Man reins back
on his Whale vehicle, seeing something. MAA does the same.

HE-MAN
(above the din) Waves.

THEIR POV, CLOSER ON ISLAND - WAVES curl FROM the island,
rather than going towards it to crash on the shore.

MAN-AT-ARMS (OS)
(puzzled, above the din) Coming
FROM the island.

WAVES beeline directly for He-Man and Man-At-Arms.

WIDE- HE-MAN - reins his Killer Whale Vehicle, expertly
piloting it to dodge around a big wave---then around
another, like slaloming through a jet-ski obstacle course.

DOWNSHOT, PANNING - as He-Man slaloms around huge waves,
quickly covering a couple hundred yards.

MAN-AT-ARMS - similarly pilots his Killer Whale Vehicle-- he
slice-turns around the end of one wave, but then the next

one hits him head-on; <SLAMS> into Man-At-Arms and knocks him off the Killer Whale and into the ocean!

EXT. UNDERWATER - CONTINUOUS

UP ANGLE - A dazed MAA hits the surface of the water & starts to sink, TOWARDS CAMERA.

CLOSE ON MAA - He-Man's hand jabs INTO SHOT & <GRABS> MAA, and hoists him UPWARDS.<ALT. STAGING NOTE: MAA could get knocked for a loop -- tumbles, dazed -- but his foot gets caught in whale "harness" so MAA's head is dragging in water, submerged, when He-Man rescues.>

EXT. SURFACE OF OCEAN / NEAR SHORE OF ANWAT GAR - CONTINUOUS

ON HE-MAN - hoists a semi-conscious Man-At-Arms out of the sea, to ride double on He-Man's Killer Whale Vehicle.

WIDER - DOWNSHOT - He-Man pilots around a pair of waves, slaloming expertly between them to pull up near the shore.

EXT. SHORELINE BEACH OF ANWAT GAR - CONTINUOUS

[note: wind-effects continue, only instead of "sea-spray spreckles" it's "sand/dut/leaves" which blow intermittently thru shot. <WIND FX> dial up & down as needed.]

HE-MAN carries MAA and deposits him on the sand. MAA comes around, shaking his head to shake out the "cobwebs."

HE-MAN nods and does a steely-eyed scan of the area.

HE-MAN
Something made those waves. And I
suspect it wasn't Skeletor.

MAA gets up, nods grimly. Looks around. WIND whips eerily.

MAN-AT-ARMS (CONT'D)
It's as if the island itself
doesn't want us to find the Legacy
Stones.

He-Man shoots a rueful smile to Man-At-Arms.

HE-MAN (CONT'D)
Well, then we've got our work cut
out for us.

MAA gives a rueful smile in return, nods in agreement.

OTS FROM JUNGLE - a silhouetted MYSTERY FIGURE in FG ducks back as He-Man & MAA start into the thick jungle, exploring.

DISSOLVE TO:

EXT. ANWAT GAR - EXPLORING MONTAGE (MFX)

VARIOUS CUTS as He-Man & MAA trek towards the interior of the island:

HE-MAN AND MAA - emerge from the shoreline jungle to find huge stone edifices & temples further inland, heavily overgrown by jungle vines.

ON ETERNIAN SPIDER IN WEB - then RACK FOCUS to He-Man and Man-At-Arms as they pass by, checking out ruins.

HE-MAN gazes up at something o.s.

OTS HE-MAN - he's checking out a colossal stone HEAD, half-strangled in eons of vines. He-Man is perhaps the size of one nostril on the huge carving.

PANNING WITH HE-MAN AND MAA - exploring. Some multi-layered BG work emphasizes the massive scale of the island and the enormity of its half-buried/collapsed temples.

DOWNSHOT, W/SAMURAI WARRIOR-LIKE SCULPTURE IN F.G. -- He-Man and MAA, small from this angle, appear to be walking into the open mouth of the scary SAMURAI SCULPTURE in FG (just a trick of the perspective).

EXT. VALLEY OF TRAPS - LATE AFTERNOON

HE-MAN and MAA come to a long, somewhat narrow passageway/channel between two tall cliffs. The path is paved with paving-stones for the first half; the second half just has solid, rocky ground.

HE-MAN and MAA proceed thru the paved passageway/channel which is sandwiched between the towering cliffs.

SEVERAL YARDS IN - As He-Man takes a step onto a paving stone, it sinks into the ground a good six inches as we HEAR a loud <CLICK!>

QUICK CUT - He-Man REACTS, urgently barks to o.s. MAA.

WIDE - A section of the cliff walls on either side of them <SLAM> together like piledrivers. He-Man & MAA leap forward to avoid being squashed.

QUICK CUTS:

DOWNSHOT - The ground beneath them falls away paving-stone by paving-stone, revealing a bottomless pit beneath.

PANNING WITH HE-MAN AND MAA - as they quickly jump from stone-to-stone like crossing a river leaping rock-to-rock.

ON SOLID ROCKY GROUND - He-Man & MAA dive INTO SHOT, landing/rolling onto solid rocky ground (the front end, non-pavingstone section of the channel/passageway) as most of the remaining paving-stones fall away behind them. <NOTE: *Let's leave a few stones still in place for later plot point.*>

CANTED ANGLE - He-Man & MAA spring to their feet. The cliff walls are lined with scary looking FACE SCULPTURES -- whose "eyes" are closed. All is quiet a beat...then the face sculptures' eyes SNAP OPEN.

ZOOM ON MAA & HE-MAN as they REACT. They start to RACE forward acrobatically, as a barrage of LASER-PULSES cross-fire from the eyes of the face sculptures. <ZAP ZAP ZAP!>

HE-MAN & MAA barrel thru the crossfire, MAA battling back a blast with his Mace -- He-Man deflecting two with his sword.

AT FAR END - He-Man & MAA dive out of the crossfire into the natural courtyard at the end of the passageway/channel.

EXT. NATURAL COURTYARD/ENTRANCE TO CITADEL - DUSK

TWO SHOT - He-Man & MAA pull themselves to their feet, check themselves over for injuries. LOOMING near them are the TWO GIANT STONE SENTRY STATUES - maybe 30 feet tall.

HE-MAN
(rueful) No wonder Anwat Gar is
deserted. It is not exactly
"visitor friendly."

MAN-AT-ARMS

There.

Man-At-Arms points down the length of the passageway/channel.

THEIR POV - at the far end, the passageway widens into a sort of courtyard. There's an entrance to the temple-like Citadel, flanked by TWO GIANT STATUES posted like sentries.

MAN-AT-ARMS (V.O.)
The Citadel of Anwat Gar.

He-Man nods.

HE-MAN
Home to the Legacy Stones.

CANTED ANGLE - As if on cue, the GIANT TWIN STATUES' stone heads turn towards He-Man & MAA. Thick vines <STRETCH> & <SNAP>, unable to keep the giants in place.

MAA & HE-MAN assume ready-for-anything defensive postures.

A Giant Stone Arm: pulls free (from the rocky-wall leading to the temple entrance) <CRACK!> More vines <SNAP!>

WIDE - the twin giant statues settle into identical fight-ready stances. He-Man & MAA are small in shot, in f.g. Cautious but not too worried. Yet.

HE-MAN
Given their size and weight, they
shouldn't be able to move very
fast.

Immediately giant #1 slams down a massive FIST with lightning fast speed! He-Man & MAA barely have time to leap aside.

HE-MAN
(mid-leap) Then again...

CLOSE ON MAA - completes a forward roll & comes up in a fight-ready crouch. <<As he speaks he ENGAGES HIS BATTLE ARMOR. >>

HE-MAN in fight-ready stance, nods, unsheathes his Sword & readies it with a couple of fast roundhouse swings.

GIANT SENTRY #1 does some lightening fast WHISHES with its arms -- martial arts style.

HE-MAN & MAA - looking taken aback, more worried now, as the humongous Stone Sentries close in, arms whooshing, we...

END ACT ONE

ACT TWO

EXT. NATURAL COURTYARD/ENTRANCE TO CITADEL - DUSK

HE-MAN & MAA faces off against the two 30 foot STONE SENTRIES. *<VERY FAST CUTS THROUGHOUT.>*

As STATUE #1 charges, HE-MAN does a ricochet-leap off a nearby cliff wall to somersault up onto Statue #1. PULLS his fist back, to punch the statue's face, but before he can...

WIDE - Statue #1 backhand SMACKS He-Man away like an insect.

PAN WITH HE-MAN - he impacts hard against a cliff-wall, the Power Sword is jarred from his grip...

...as he expertly flips forward as he bounces off the wall & lands perfectly on his feet. He puts out his hand & the Power Sword falls right into his open palm.

HE-MAN does a couple of roundhouse <SWISHES> with the sword - charging OS ready for more action...

MAA - while moving backwards, uses his CANNON-BLASTER to fire off a volley of blasts <ka-CHOW ka-CHOW ka-CHOW!> at Statue #2...as it rapidly closes in on him, massive fist raised.

> FIRST SHOT, blasts off the stone arm with the "raised fist"

> SECOND SHOT and THIRD SHOTS blast the creature's TORSO -- and the whole CREATURE SHATTERS like a clay statue.

MAA shields himself from the STONE DEBRIS and PEBBLES flying at him.

MEANWHILE - HE-MAN leaps up with a fantastic spin-kick & piledrives into Statue #1 -- pulvering the entire statue upon impact.

ON MAA - pushes a few remaining large chunks of debris off of him. Free now, he looks relieved. But as MAA turns, the blasted off stone arm comes flying towards him & CLAMPS onto MAA's neck area, pinning him to a wall.

MAA struggles with both hands to to pull the giant, tightening, crushing hand off his throat. It looks like curtains, when...

HE-MAN comes spinning/somersaulting thru the air, end over end...& his SWORD SMASHES the stone forearm to bits.

MAA is released from the hand's grip, as its STONE FINGERS tumble to the ground, one by one.

EXT. TOP OF CLIFF - SAME TIME

OTS MYSTERY FIGURE (whom we will soon reveal to be SY-CLONE)- spying down on He-Man & MAA from up here at the top of the cliffs. He has a cool costume which we'll see fully in a moment. For now he's just head-and-shoulders.

SY-CLONE
(to himself) So, they have survived
The Gauntlet.

POV - He-MAN & MAA approaching the imposing vine-covered entrance to the vast citadel.

CLOSE ON SYCLONE - (we see his face for the first time -- he's Asian is appearance) sets his jaw, grim, determined.

SY-CLONE (CONT'D)
My duty is clear.

OTS SYCLONE - He raises his arms -- releasing his whirring power.

EXT. ENTRANCE TO CITADEL - CONTINUOUS

OTS MAA & HE-MAN - nearing the doorway of the Citadel, considering how to enter.

HE-MAN
It's clear now that the Legacy
Stones still exist. The Island has
done everything it can to keep us
away from this citadel.

--as suddenly a <HOWLING WIND> kicks up dust. HE-MAN & MAA half-turn (so they're in profile)as they react with surprise.

MAN AT ARMS
(above the din) And it's not done
with us yet.

MAA & HE-MAN shield their eyes from the tearing dust, which grows thicker. HOWLING WIND drowns out any possible dialogue.

NEARBY PLANTS & BAMBOO-LIKE SHOOTS - thrash wildly in the wind.

WIDE - MAA & HE-MAN cling to stone ruins & or statues -- to gird themselves against the ever-increasing gale-force winds threatening to blow them away.

OTS HE-MAN & MAA - the dust-cloud before them thins, the wind eerily & suddenly dies down -- revealing a silhouetted figure. More details can be seen as the dust clears...

CLOSER - revealing SY-CLONE. Now we get to see him in his full glory: the gymnastic physique of an experienced & well-trained warrior. He wears a small circular shield attached to his left wrist, & there's a big HOOP mounted to his back.

ON HE-MAN & MAA -

HE MAN
(calls) Who are you?

DRAMATIC ANGLE ON SY-CLONE - levels a finger at He-Man & MAA.

SY-CLONE
(stern, challenging)
I am Sy-Clone, Protector of the
Legacy Stones.

MAA steps forward.

MAN AND ARMS
(surprised, relieved) *Protector of the stones?* Then we have no quarrel. We are--

SY-CLONE
(cuts him off, leaping)--*You are interlopers and will be defeated directly!*

HE-MAN moves forward, explaining, but wary...

HE-MAN
I don't think you understand,
Syclone. There's an evil one named
Skeletor and he's--

ON SYCLONE - he does a standing backflip....CAMERA FOLLOWS
as he lands on a wall or ruin a few yards above them.

SY-CLONE
(cuts him off) I know of no
Skeletor. I know only my duty.

WIDE - SY-CLONE levels his fists & activates his wrist-
shield. It spins with a high-pitched <GYRO HUM>...& then
launches a buzz-saw like wind-blast! <NOTE: though these
blasts spin like buzz saws they don't cut like saws upon
impact, they're more like concussive discuses of energy.>

THE "WIND-SAW" frisbees directly at He-Man but he does an
acrobatic move & uses his sword to DEFLECT the "WIND-SAW".

ON SY-CLONE - with balletic, martial arts grace, spins to
fire off three quick wind-saws at Man-At-Arms--

MAA - dodges to one side, two wind-saws <BUZZ> right by
him...but the third wind-saw pounds MAA'S side, denting his
armor. Sharp flinch in pain, & falls to the ground.

MAN-AT-ARMS
<pained GRUNT>>

HE-MAN (O.S.)
Man At Arms!

HE-MAN hurries to MAA, who winces in pain & grabs his side.

MAN AT ARMS
(pained) I'm alright. My armor
took the brunt of it.

MAA winces again -- he's wounded worse than he thought, or
is willing to let on.

ON SYCLONE - upon a perch, calling down.

SYCLONE
Leave now, or suffer more of the
same.

ZOOM ON HE-MAN - His friend's been injured & he's had
enough.

SYCLONE (OS)
You have been warned.

SY-CLONE raises his arms about to fire another wind saw,
when...

REVEAL - HE-MAN hurtling into shot & into Sy-Clone, knocking
him off his perch. WHOMP!

TILT DOWN SYCLONE - on the ground dazed. He-Man leaps down
into shot, so we're OS He-Man, looking down at the seemingly
beaten Syclone.

HE-MAN
No. Now *you've* been warned.

SY-CLONE slowly gets up.

HE-MAN
Keep those arms down.

SY-CLONE nods, keeps his arms down. He drops his head as if
beaten. But suddenly, his upper torso begins to spin.

QUICK SHOT - He-Man reacts in a "What's going on here?" way.

SYCLONE raises his head -- his torso quickly becoming a
spinning <BLUR> as his legs remains stationary.

HE-MAN tries to take steps towards Syclone, but it's as if
he's in a wind tunnel -- face contorted by the g-force, hair
blowing. He's suddenly blown away, like a sack of potatoes
off a spinning merry go round.

ON CLIFF-WALL - we expect He-Man to slam into it, but he
hits it feet-first & catapults himself back the way he came,
& goes into a horizontal corkscrew maneuver --

WIDE ON SYCLONE - the corkscrewing He-Man pierces thru the
wind tunnel effect, & WHOMPS into Syclone, knocking him
backwards several yards.

SYCLONE lies there. He-Man somersaults in, sword raised.
Syclone makes no move this time. MAA struggling, wincing
enters shot (he's holding his injured side where the wind-
saw got him).

SYCLONE
You shall not keep me from my duty.

HE-MAN
Your duty is misdirected, Sy-Clone.

MAN-AT-ARMS
(with pain)
We are here to ensure that the
Legacy Stones stay out of the wrong
hands.

He-Man, Sy-Clone, & MAA react to an os Voice.

SKELETOR (O.S.)
Well, then I guess you've failed!

MAA - alarmed, still wincing in pain, turns, to see.

MAN-AT-ARMS
(pained) Skeletor.

ENTRANCE TO CITADEL: SKELETOR & BEASTMAN emerging from a
shattered stone wall of the citadel. ADJUST TO CLOSER ON
BEASTMAN - he has 2 egg-sized GLOWING STONES in his hands.

SYCLONE (V.O.)
The Legacy Stones.

SKELETOR
Correction. *My* legacy stones.

SY-CLONE - though still weak, immediately leaps forward,
intent on attacking o.s. Skeletor...

SY-CLONE
No!

QUICK CUTS: SKELETOR - raises his Havoc Staff & lets loose
with a <BLAST>. SY-CLONE - takes the blast squarely in the
chest & (WHIP PAN) is thrown against a stoney wall <CRACK!>

SY-CLONE (CONT'D)
<impact grunt!>

ON SY-CLONE - falls to the ground, the havoc-blast mark on
his chest trailing an atomic-like glow of energy--- He
starts to heroically get up again...but falls, unconscious.

SKELETOR takes a Legacy Stone from Beastman.

SKELETOR
And now...

ZOOM ON HE-MAN - alarmed, then sets his jaw & CAMERA FOLLOWS
as he races towards Skeletor, but before he can get there...

SKELETOR raises the stone & proclaims:

SKELETOR
<"Mighty stone, legend old, power
unto me unfold!">

A HUGE unleashing of energy & powerful FX...& He-Man, still racing in, gets hurled backwards.

HE-MAN
Unnnnnh!

He-Man, lands hard, a few yards from the injured MAA. They can only watch -- half-shielding their eyes -- as blinding energy rages, radiating from OS.

SKELETOR TRANSFORMATION SEQUENCE w/HEAVY FX:

> Skeletor levitates into the air atop a column of light, spookily underlit.

> Then ancient armor appears piece-by-piece, quickly encasing him ala the batmobile's "bat-armor".

> Stilt-like armored projections grow down from Skeletor's feet & form into huge claw-like armored "jumping boots". Skeletor's left hand becomes encased in a big pincer-claw (more mechanical than crustacean).

> The Legacy Stone becomes the centerpiece of a new armored HELMET for Skeletor. He now matches the armored-Skeletor we saw in the Sorceress's Prophetic Vision. <DESIGN NOTE ALT: the Legacy Stone could be part of the chest piece, instead - - whichever works better for design.>

DRAMATIC - <LIGHTNING FLASHES> cut through the BG as the newly armored Skeletor slowly lowers to the ground.

HE-MAN, MAA - wind tears at them & flashes from the o.s. transformation strobe them with vivid rim-lighting.

MAN-AT-ARMS
(grim) The Sorceress' vision has
come to pass.

SKELETOR
"Laughing"

OTS HE-MAN & MAA - Super-armored Skeletor targets He-Man & MAA. The Havoc Staff glows, charging up for a blast as we...

END ACT TWO

ACT THREE

EXT. CITADEL - NIGHT

ARMORED-SKELETOR at the entrance to the Citadel, gleefully aims his HAVOC STAFF past camera...& fires.

HE-MAN darts forward to DEFLECT the blast with his Power Sword, protecting MAA - but the energy/force of the enhanced havoc-blast knocks him back.

ARMORED-SKELETOR - regards his new armor, thrilled. He works the big pincer-claw <CLICK CLICK>.

SKELETOR

The ancient stories were true!
Powered by the Legacy Armor, I am
invincible. And now---

ARMORED-SKELETOR super-leaps 20 ft to the top of some ruins, then another 50 ft to the treetops of the thick jungle, and skirts along the treetops into the distance.

SKELETOR (CONT'D)

-- onward to Castle Grayskull!

HE-MAN is about to go after him when the wounded, weakened MAA grabs him.

MAN AT ARMS

(pained) Wait...The other stone.

HE-MAN realizes, & looks -- WHIP PAN to BEASTMAN - calling out to the fast-departing Skeletor.

BEASTMAN

(calls) Hey, what about me?!

CLOSER ON BEASTMAN - looks down to the 2nd Legacy Stone, still in hand.

BEASTMAN

(realizing, sly, happy) Oh, yeah...
(lifts the Stone) "Mighty ledgend
unfold me..." uh, I can't remember--<

WIDEN TO INCLUDE HE-MAN, somersaulting in, ready to punch--

HE-MAN

Allow me to jar your memory.

He-Man SOCKS Beastman, who goes hurtling back into a wall,
<THUD> -- the Legacy Stone popping up on impact...

He-Man catches it, raises it to invoke its power.

HE-MAN
<"Mighty stone, legend old, power
unto me unfold!">

WIDE: TRANSFORMATION SEQUENCE, w/HEAVY FX . SHOCKWAVE-effect
emanates out from He-Man <HUGE RUMBLE>

> He-Man levitates atop columns of light, creating dramatic
exaggerated underlighting.

> Ancient armor of Anwat Gar appears piece-by-piece,
encasing He-Man. He gets the claw-pincer & armored jumping-
boots.

> The Legacy Stone becomes the centerpiece of He-Man's new
armored helmet.

DRAMATIC ANGLE ON ARMORED-HE-MAN - LIGHTNING FLASHES in b.g.
for added emphasis.

WHIP PAN TO FOLLOW ARMORED-HE-MAN - as he super-leaps to the
top of the Legacy Temple, then onto the forest treetops..

RACK FOCUS TO MAA - watching this from the f.g. Then he
looks over to see:

BEASTMAN knocked out, but stirring a bit.

MAA grimaces & struggles to get up...then starts moving
away, wincing as he does, to get out of the line of sight of
the stirring Beastman.

EXT. ANWAT GAR - JUNGLE FOREST - NIGHT

PANNING THRU JUNGLE WITH ARMORED-SKELETOR - tree-overlays
zip past in f.g. as he leaps from treetop to treetop.
Lightning FLASHES wash the background to white & leave
Armored-Skeletor as a frozen silhouette in a mid-air-leap
for a moment.

PAN W/ ARMORED-HE-MAN - following the same route with big
super-powered leaps carrying him from treetop to treetop.
Lightning FLASHES similarly leaves him silhouetted
momentarily against solid white BGs. On a LIGHTNING FLASH
we-

CUT TO:

EXT. CITADEL - NIGHT

MAA - doing a pained, stumbling walk, wincing as he holds his wound...as he rounds a ruin formation (or piece of sculpture) & leans back against it, to rest.

LOW ANGLE - as MAA, in a "safe place" now, sinks to the ground in weakened, pained state. Suddenly, two HAIRY LEGS appear several yards away. Beastman! As he speaks, we PAN UP TO HIS FACE.

BEASTMAN
(feigned sadness) Aw, you tryin' to
get away? That hurts my feelings.

BEASTMAN gets a sinister look, then LEAPS at CAMERA.

MAA - at the last second, with a pained effort, ROLLS aside -- so that the attacking Beastman SMASHES into the stone ruin.

BEASTMAN
<pained GRUNT>

BEASTMAN looks up, raging, to see...MAA running/stumbling away, several yards ahead.

OTS MAA - As Beastman's WHIP cracks into shot & snakes around MAA.

BEASTMAN starts to pull MAA towards him.

MAA turns, fires with ARM CANNON, severing the taut whip & sending Beastman flying backwards OS, where he impacts.

BEASTMAN (PARTIAL OS)
Whooooaaa....Ooof!

BEASTMAN - having crashed into some rocky ruin, shakes off his daze...gets up & looks OS...

BEASTMAN POV - MAA is nowhere in sight.

BEASTMAN rushes PAST CAMERA, in pursuit of MAA, calling out:

BEASTMAN
<growls> Gonna be nothin' left but
crushed metal when I get thru with
you!

On another LIGHTNING <FLASH> we--- CUT TO:

EXT. EDGE OF JUNGLE FOREST - NIGHT - CONTINUOUS

ARMORED-HE-MAN bursts out of the thick jungle & comes to a halt...There are stone ruins -- pillars, etc. scattered about. He looks around...

HE-MAN POV - PAN LEFT...PAN RIGHT - no sign of Skeletor.

ON ARMORED-SKELETOR - emerging from the jungle BEHIND He-Man, Havoc Staff raised...

SKELETOR
Looking for someone?

...and uses the Havoc Staff to <BLAST> Armored-He-Man in the back--the force knocking He-Man INTO CAMERA.

REVERSE ANGLE - Armored-He-Man somersaults & comes up to fight (now facing o.s. Skeletor).

He-Man dives OVER CAMERA as WHIP-PIVOT CAMERA to follow the action as he attacks Skeletor with blinding swordplay.

Armored-Skeletor spins, parries, twirls -- using his Havoc Staff like a quarterstaff to spin, block & deflect Armored-He-Man's swordplay <BLOCK, DEFLECT, CLANG!> then super-leaps upwards OS...

SKELETOR - lands atop a 12-foot high, ruined pillar...

ARMORED-HE-MAN - leaps up after him, just as...

PANNING WITH ARMORED-SKELETOR - leaping towards yet another pillar, maybe 20 feet away, as...Armored-He-Man arcs into shot to tackle him mid-air <CRUNCH!>

LOW ANGLE - the tackle carries them downward & into another stone edifice <SMASHING> it to debris which FILLS SHOT.

EXT. GAUNTLET PASSAGEWAY - NIGHT - SAME TIME

ANGLE OUTWARD TOWARDS PASSAGEWAY OPENING - (NEAR CITADEL ENTRANCE) As BEASTMAN stomps into shot, looks PAST CAMERA. He grins to see...

MAA, standing several yards into the gauntlet passageway, on one of the paving stones (one of the few that remain -- the others fell away.) A dark abyss looms ominously below where MAA stands. It appears that he's stranded.

BACK ON BEASTMAN - gloating sinisterly.

BEASTMAN

<cackle/growl> No place left to
run.

MAA nods grimly.

MAN-AT-ARMS
(feigning) So it appears.

BEASTMAN gleefully heads into the gauntlet passageway (the part that's solid ground) that's flanked by the wall carvings. (i.e. The final leg of the gauntlet that MAA & He-Man traversed.)

But a few steps in, BEASTMAN hears a cracking sound, stops & REACTS puzzled. WHIP PAN TO WALL CARVINGS - as they begin firing their LASER BLASTS at BEASTMAN. <ZAP, ZAP, ZAP!>

MAA observing this, arches a wry eyebrow, then winces & grabs his side, almost losing his balance & falling into the abyss.

MAN AT ARMS
<pained GRUNT>

EXT. EDGE OF JUNGLE FOREST - NIGHT - SAME TIME

ON DEBRIS - knocked aside as ARMORED-SKELETOR spins to hover mid-air (in dynamic anime Iron Monkey/Crouching Tiger-style.)

ANGLE - Armored-He-Man spin-rises from the rubble to hover mid-air, anime style, too.

WIDE - Armored-Skeletor fires a <BLAST> from the Havoc Staff. Armored-He-Man <DEFLECTS> it with his Power Sword (the deflected blast angles AT/PAST CAMERA with a <doppler-shift ka-ZOW!> which causes a tiny CAMERA SHAKE.

ON SKY- LIGHTNING FLASHES.

WIDE - Armored-Skeletor & Armored-He-Man leap up to the top of pole-like ruin formations for an anime-style showdown. HEAVY MUSIC FX. They are yards apart, each atop a separate pole/column. SKELETOR fires a HAVOC BLAST -

HE-MAN somersaults thru mid-air to evade...as his pillar gets blasted apart.

ON SKELETOR - As He-Man leaps in - hovers midair, whacks his sword at Skeletor who spins & parries with his claw--

The whacked He-Man gets spun mid-air like a top...soars onto another pole, gets his footing & his balance...just as....

Skeletor flies/soars at him -- they exchange staff vs. Sword blows...Skeletor parries, then gets whumped & spun away OS, corkscrew-style.

SKELETOR lands atop yet another pole/column -- gets his balance. He turns & calls out:

SKELETOR
The Legacy Armor makes us both
invincible, He-Man. Neither of us
can win.

ON ARMORED-HE-MAN - thinks for a moment--

HE-MAN
You know, you're right.

---then reaches up & CRACKS the Legacy Stone free from his legacy-armor-helmet. (or chest) QUICK CUTS: He-Man's Legacy Armor disappears rapidly piece-by-piece.

LOW ANGLE - He-Man leaps to the ground (no longer armored)

ON SKELETOR - atop his pillar, taken aback---

SKELETOR
(surprised) A surrender?

CAMERA FOLLOWS - Skeletor WHOOSHES downwards towards He-Man - landing in front of him, immediately SEIZING He-Man by the chestpiece, lifting him ala Darth Vader.

SKELETOR
I must admit this is very
unexpected.

He-Man, calm, even as Armored-Skeletor opens his armored-pincer-arm wide (like he's going to pinch of He-Man's head)-
--

HE-MAN
That's the problem with thinking
you're invincible, Skeletor.
Makes you careless.

With that, a lightning fast move from He-Man, as he GRABS the Legacy Stone embedded in Skeletor's armor-- magical energy trailing from the hole where the Stone has been ripped free.

SKELETOR

Wha-?

ANGLE - With one mighty <KICK> He-Man sends armored-Skeletor flying back ---

SLO-MO PAN WITH SKELETOR - knocked backwards, & skids to a halt. His legacy armor rapidly disappears piece-by-piece.

LOW ANGLE - Skeletor lands flat out on his back.

SKELETOR

Noooo...

HE-MAN steps into f.g., so we just see the back of his legs. SKELETOR looks up alarmed, but then sees something in the distance that he REACTS to with a sly look.

SKELETOR

(feigning) Allright, He-Man. I know when I'm beaten...

REVEAL - a TINY-SHAPE diving down out of the stormy sky behind He-Man: as it grows closer we see it's BEASTMAN on a GRIFFIN, zooming in at full-speed.

A NEARBY RISE - SYCLONE appears and lets loose a wind blast--

HE-MAN gets WHOMPED by the wind blast and knocked away several yards...

SKELETOR

"Laugh"

HE-MAN

<impact GRUNT!>

Just as BEASTMAN swoops in -- the GRIFFIN nabs Skeletor.

SKELETOR - aloft, quick-circles around, looks down at the imposing Syclone, then at He-Man, as if considering the odds, then scowls as he's fast-flown away o.s.

SKELETOR <PARTIAL OS>

(calls) Next time you shan't be so lucky, He-Man!

POV, SKELETOR becomes a tiny dot in the stormy sky, escaping.

A puzzled HE-MAN looks over to see: SYCLONE, on the ridge. SYCLONE nods.

HE-MAN nods gratefully. Then he looks OS with concern (remembering MAA) and hurries away, thru the forest.

Another LIGHTNING <FLASH> takes us back to---

EXT. CITADEL - NIGHT - A LITTLE LATER

[Note: no more "storm" effects, just night time; for a calmer end-of-episode feeling]

BLURRY - coming into focus -- an up angle of HE-MAN.

REVEAL - MAA lying there, coming around, looking up at He-Man. MAA grimaces and grabs his wounded side.

MAN AT ARMS
(weak) I had Beastman cold, but
then his Griffin...

HE-MAN nods.

HE-MAN
I know. Skeletor got away as well.

ON MAA - concerned.

MAN AT ARMS
The legacy stones...

HE-MAN smiles and holds them out.

ANGLE - SYCLONE dramatically appears. His chest is still showing the blast marks from Skeletor's assault.

SYCLONE
You have saved them from falling
into evil hands.

SYCLONE - enters, holds out his hand.

SYCLONE
For that, I thank you. I will take
them now.

ON HE-MAN - shakes his head, "no".

HE-MAN

The Legacy Stones pose too great a danger. They must be destroyed.

WIDE - Sy-Clone, lurches forward to try to grab He-Man...who easily holds the injured guardian back with one hand.

SY-CLONE

No! It is my duty to protect them-

HE-MAN

And it is my duty to protect all of Eternia.

CLOSE ON LEGACY STONES - He-Man closes his hand around them.

SYCLONE - reacts alarmed.

HE-MAN starts to CRUSH the stones in his free hand. VAST ENERGY and FX are emitted from his closed palm. An aghast SYCLONE is sent recoiling from the energy.

SYCLONE

No!

MAA, on the ground, & SYCLONE shield their eyes from blinding flashes of light and huge outpourings of energy.

CLOSE ON HE-MAN'S hand - He opens his hand -- all that remains is glowing, ember-like morsels of dust....Then the glow dies. A wind blows in & the dust blows away....

SY-CLONE - *[note: the tone here is of a great soldier maintaining honor while being dismissed]* pulls away from He-Man, hangs his head.

CLOSER, ON SY-CLONE - Then he raises his head, puts his chest out, & with stoic honor, proclaims:

SY-CLONE

If my duty no longer exists, then my purpose...has been fulfilled.

SYCLONE heads off PAST CAMERA.

SY-CLONE

It is time for the Last Defender of Anwat Gar...to finally rest.

OTS SYCLONE - disheartened, heading for the delapidated Citadel. A big hand REACHES into SHOT & clamps onto Sy-Clone's shoulder...then OTS HE-MAN as he fully ENTERS SHOT.

HE-MAN
I disagree.

CLOSE-UP ON SY-CLONE - a puzzled look on his face, then--

MATCH CUT TO:

EXT. PALACE COURTYARD - DAY

CLOSE-UP ON SY-CLONE - his puzzled look disappears & we--
PULL BACK to reveal he's being welcomed by the other
MASTERS: TEELA, RAM-MAN, STRATOS, BUZZ-OFF, MAN-E-FACES, &
MEKANEK, who pat him on the back, shake his hand, etc.
<NOTE: No dialog, triumphant music only.>

HE-MAN & MAA - *[note: MAA's wound has been bandaged]*. He-Man
& MAA give each other a nod, pleased with this outcome, as
we...

FADE OUT.

THE END

FADE IN: MORAL TAG.

EXT. GRAYSKULL -DAY

HE-MAN stands on a cliff, the castle looming dramatically in
the b.g. He's addressing CAMERA:

HE-MAN
Doing your duty is important. But
there's more to it than just
following orders. The most
important duty of all is to do
what's right. Until next time...

FADE OUT.